



# University of Rajasthan Jaipur

## SYLLABUS

(Three/Four Year Under Graduate Programme in B.Des. – Interior Design)

I & II Semester

Examination-2023-24

As per NEP – 2020

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**CURRICULUM FOR B.DES (INTERIOR DESIGN)**

**PROGRAM CODE UGO503**

S.No.	COURSE CATEGORY	TYPE	COURSE CODE	COURSE NAME	L	T	P	TOTAL CREDIT
1	DCC-1L	MJR	INT-51L-101	History of Art & Design	4	0	0	4
2	DCC-1P	MJR	INT-51P-102	History of Art & Design	0	0	2	2
3	DCC-2L	MJR	INT-51L-103	Fundamental of Design & Methods	2	0	0	2
4	DCC-2P	MJR	INT-51P-104	Fundamental of Design & Methods	0	0	4	4
5	DCC-3P	MJR	INT-51P-105	Visualisation & Ideation	0	0	6	6
6	AECC-1			Hindi + English	2+2	0	0	4
7	VAC-1			Value Added Course-I	2	0	0	2
8	SEC-1			Skill Enhancement course - I	2	0	0	2
<b>TOTAL CREDITS ACHIEVED AFTER SEMESTER I</b>								<b>26</b>
<b>SEMESTER II</b>								
1	DCC-4L	MJR	INT-52L-201	Overview & evolution of Interior Design Industry	4	0	0	4
2	DCC 4P	MJR	INT-52P-202	Overview & evolution of Interior Design Industry	0	0	2	2
3	DCC-5L	MJR	INT-52P-203	Anthropometrics & Ergonomics	0	0	6	6
4	DCC-6L	MJR	INT-52L-204	Material & Form Exploration	2	0	0	2
5	DCC 6P	MJR	INT-52P-205	Material & Form Exploration	0	0	4	4
6	AECC-2			English + Hindi	2+2	0	0	4
7	VAC-2			Value Added Course-II	2	0	0	2
8	SEC-2			Skill Enhancement course - II	2	0	0	2
<b>TOTAL CREDITS ACHIEVED AFTER SEMESTER II</b>								<b>26</b>

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2

Credits Offered for 1 year Certificate	Year 1 52	Internship 4	Total Credits 56
<p>For EXAM AFTER 1st year minimum credits requirements is 52 from course and 4 credits from the Internship, hence certificate 56 Credits</p> <p>Career Opportunities: Freelance Designer, Design Assistant, CAD Technician, Assistant Furniture Designer</p>			

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## B.Des Semester

(Fashion Design, Interior Design, Jewellery Design, Communication Design, Product Design)

### Examination Scheme

**Time: Three Hours**

**Maximum Marks :80**

No supplementary Answer book will be given to any candidate. The candidates should write the answers precisely in the main answer book only.

किसी भी परीक्षार्थी को पूरक उत्तर-पुस्तिका नहीं दी जाएगी। परीक्षार्थियों को समस्त प्रश्नों के उत्तर मुख्य उत्तर पुस्तिका में ही लिखने चाहिए।

Answers to short answer-type questions must be given in sequential order. Similarly, all the parts of one question of descriptive part should be answered in one place in the answer-book.

लघुत्तरात्मक प्रश्नों के उत्तर प्रश्नों के क्रमानुसार ही दें। इसी प्रकार किसी भी एक वर्णनात्मक प्रश्न के अन्तर्गत पूछे गए विभिन्न प्रश्नों के उत्तर उत्तर-पुस्तिका में एक ही स्थान पर क्रमानुसार हल करने चाहिए।

Write your roll number on the question paper before start writing the answers to questions.

प्रश्नों के उत्तर लिखने से पूर्व प्रश्न-पत्र पर रोल नम्बर अवश्य लिखिए।

Part A is compulsory having 10 very short answer-type questions (with a limit of 20 words) of two marks each. The first question is based on knowledge, understanding, and applications of the topics/text covered in the syllabus.

भाग अ में दो अंक के 10 अति लघु उत्तरीय प्रश्न (20 शब्दों की सीमा के साथ) अनिवार्य हैं। पहला प्रश्न पाठ्यक्रम में शामिल विषयों/पाठ के ज्ञान, समझ और अनुप्रयोगों पर आधारित है।

Part B of the question paper is divided into four units comprising question numbers 2-5. There is one descriptive question from each unit with internal choice. Each question will carry 15 marks.

भाग ब के प्रश्न पत्र को प्रश्न संख्या 2-5 सहित चार इकाइयों में विभाजित है। प्रत्येक इकाई से आंतरिक विकल्प के साथ एक वर्णनात्मक प्रश्न है। प्रत्येक प्रश्न 15 अंक का है।

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3A

## B.Des Semester

(Fashion Design, Interior Design, Jewellery Design, Communication Design, Product Design)

### Examination Scheme

Time:- Three Hours

Maximum Marks :- 40

No supplementary Answer book will be given to any candidate. The candidates should write the answers precisely in the main answer book only.

किसी भी परीक्षार्थी को पूरक उत्तर-पुस्तिका नहीं दी जाएगी। परीक्षार्थियों को समस्त प्रश्नों के उत्तर मुख्य उत्तर पुस्तिका में ही लिखने चाहिए।

Answers to short answer-type questions must be given in sequential order. Similarly, all the parts of one question of descriptive part should be answered in one place in the answer-book.

लघुत्तरात्मक प्रश्नों के उत्तर प्रश्नों के क्रमानुसार ही दें। इसी प्रकार किसी भी एक वर्णनात्मक प्रश्न अन्तर्गत पूछे गए विभिन्न प्रश्नों के उत्तर उत्तर-पुस्तिका में एक ही स्थान पर क्रमानुसार हल करने चाहिए।

Write your roll number on the question paper before start writing the answers to questions.

प्रश्नों के उत्तर लिखने से पूर्व प्रश्न-पत्र पर रोल नम्बर अवश्य लिखिए।

Part A is compulsory having 10 very short answer-type questions (with a limit of 20 words) of One marks each. The first question is based on knowledge, understanding, and applications of the topics/text covered in the syllabus.

भाग अ में एक अंक के 10 अति लघु उत्तरीय प्रश्न (20 शब्दों की सीमा के साथ) अनिवार्य हैं। पहला प्रश्न पाठ्यक्रम में शामिल विषयों/पाठ के ज्ञान, समझ और अनुप्रयोगों पर आधारित है।

Part B of the question paper is divided into four units comprising question numbers 2-5. There is one descriptive question from each unit with internal choice. Each question will carry 7.5 marks.

भाग ब के प्रश्न पत्र को प्रश्न संख्या 2-5 सहित चार इकाइयों में विभाजित है। प्रत्येक इकाई से आंतरिक विकल्प के साथ एक वर्णनात्मक प्रश्न है। प्रत्येक प्रश्न 7.5 अंक का है।

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3B

DCC-1L

INT-51L-101: History Of Art & Design

NSQF LEVEL: 5/SEM I	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

DCC-1P

INT-51P-102: History Of Art & Design

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

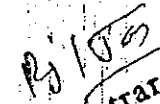
PRE-REQUISITE OF THE COURSE: None

**OBJECTIVE:** The objective of this course is to provide students with a comprehensive understanding of the history of art and design and its influence on contemporary interior design. The course will explore various art movements, design styles, and influential designers throughout history. Students will analyze and interpret art and design within their historical and cultural contexts and apply this knowledge to inform their design practice.

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**SYLLABUS :**

UNITS	TOPIC	TEACHING HOURS
UNIT I	<p><b>INTRODUCTION TO ART AND DESIGN HISTORY</b></p> <ul style="list-style-type: none"> <li>• Importance of studying art and design history in Product design</li> <li>• Overview of major art movements and design styles</li> <li>• Understanding the relationship between art, design, and culture</li> <li>• Social, historical and cultural context of key art and design movements, theories and practices</li> <li>• Use primary and secondary research methods to investigate an area of practice, with consideration of research ethics</li> </ul> <p><b>ANCIENT ART AND DESIGN</b></p> <ul style="list-style-type: none"> <li>• Indian Art, Craft and Culture</li> <li>• Egyptian, Greek, and Roman art and architecture</li> <li>• Prehistoric art and cave paintings</li> <li>• Byzantine and Islamic art and design influences</li> </ul>	20 Hours
UNIT II	<p><b>RENAISSANCE AND BAROQUE ART</b></p> <ul style="list-style-type: none"> <li>• Italian Renaissance art and architecture</li> <li>• Northern Renaissance and its impact on design</li> <li>• Baroque art and architecture</li> </ul> <p><b>ART AND DESIGN OF THE 18TH AND 19TH CENTURIES</b></p> <ul style="list-style-type: none"> <li>• Neoclassical and Romantic movements</li> <li>• Industrial Revolution and its impact on design</li> </ul>	20 Hours

  
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5

	<ul style="list-style-type: none"> <li>Arts and Crafts movement, Art Nouveau, Modernism, Futurism</li> </ul>	
UNIT III	<p><b>MODERN ART AND DESIGN MOVEMENTS</b></p> <ul style="list-style-type: none"> <li>Art Deco, Bauhaus, Surrealism, Streamlining, Organic Design</li> <li>Scandinavian Modern, Contemporary, Pop Art</li> <li>Impressionism and Post-Impressionism</li> <li>Art Nouveau and Jugendstil</li> <li>Cubism, Futurism, and Constructivism</li> <li>Bauhaus and the International Style</li> </ul> <p><b>CONTEMPORARY ART AND DESIGN</b></p> <ul style="list-style-type: none"> <li>Space Age, Minimalism, Postmodernism, Memphis, Deconstructivism</li> <li>Postmodernism and its influence on design</li> <li>Contemporary art movements and design trends</li> <li>Sustainable and socially responsible design practices</li> </ul>	20 Hours
UNIT IV	<p><b>FIELD VISITS TO MUSEUMS AND GALLERIES</b></p> <ul style="list-style-type: none"> <li>Visit local museums and galleries to observe and analyze artworks and design objects in person</li> <li>Analyze historical and contemporary design elements and influences</li> </ul> <p><b>INTEGRATION OF ART AND DESIGN HISTORY INTO PRODUCT DESIGN</b></p> <ul style="list-style-type: none"> <li>Applying knowledge of art and design history to inform design decisions</li> <li>Incorporating historical design styles and elements into contemporary projects</li> </ul>	30 Hours

  
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6



	<ul style="list-style-type: none"> <li>• Creating design concepts inspired by specific art movements or periods</li> </ul>	
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#### SUGGESTED BOOKS AND REFERENCES:

1. "A World History of Art" by Hugh Honour and John Fleming
2. "A History of Interior Design" by John Pile
3. "The Story of Art" by E.H. Gombrich

#### LEARNING OUTCOMES:

By the end of the course, students should be able to:

1. Demonstrate knowledge of major art movements and design styles throughout history.
2. Analyze and interpret artworks and design objects within their historical and cultural contexts.
3. Understand the impact of historical art and design on contemporary interior design.
4. Apply historical design elements and styles to inform their design concepts and projects.
5. Recognize and appreciate the contributions of influential designers throughout history.
6. Conduct visual analysis and critical interpretation of art and design works.
7. Communicate the historical and cultural significance of art and design in written and oral presentations.

**MOOC:** Students are encouraged to enroll in the following MOOCs to supplement their learning:

1. "Art and Ideas: Teaching with Themes" on Coursera
2. "Design Thinking: Creativity for the 21st Century" on edX

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DCC-2L

INT-51L-103: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM ,	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

DCC-2P

INT-51P-104: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to introduce students to the fundamental principles of design and design methods. Through hands on practice and experimentation, students will learn how to generate and refine design concepts, create visual representations of their ideas, and develop a critical understanding of the design process.

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**SYLLABUS:**

UNITS	TOPIC	TEACHING HOURS
UNIT I	<p>INTRODUCTION TO DESIGN THINKING</p> <ul style="list-style-type: none"> <li>• Understanding design as problem-solving</li> <li>• Introduction to design thinking and its application</li> <li>• Case studies on successful designs</li> </ul> <p>ELEMENTS AND PRINCIPLES OF DESIGN</p> <ul style="list-style-type: none"> <li>• Basic elements of design: line, shape, form, texture, color</li> <li>• Principles of design: balance, proportion, rhythm, contrast, unity</li> <li>• Examples of designs that demonstrate effective use of elements and principles</li> </ul>	20 hours
UNIT II	<p>SKETCHING AND VISUAL COMMUNICATION</p> <ul style="list-style-type: none"> <li>• Techniques for sketching and drawing</li> <li>• Principles of visual communication</li> <li>• Basic principles of composition</li> </ul> <p>DESIGN PROCESS AND METHODOLOGIES</p> <ul style="list-style-type: none"> <li>• Overview of design process and methodology</li> <li>• User-centered design process</li> <li>• Prototyping and testing</li> </ul>	20 hours
UNIT III	<p>DESIGN TOOLS AND TECHNOLOGIES</p> <ul style="list-style-type: none"> <li>• Introduction to design tools and software</li> <li>• Selecting appropriate tools for design projects</li> </ul>	20 hours
UNIT IV	<p>FIELD WORK</p> <ul style="list-style-type: none"> <li>• Visiting design studios, exhibitions, and design shows.</li> <li>• Collecting reference material for projects.</li> </ul>	30 hours

**SUGGESTED BOOKS AND REFERENCES:**

1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. The Design of Everyday Things by Don Norman
3. A Designer's Art by Paul Rand

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4. Design Basics by David A. Lauer and Stephen Pentak

**LEARNING OUTCOMES:**

1. Understand the basic principles of design and design thinking.
2. Develop a critical understanding of the design process and methodologies.
3. Demonstrate an ability to generate and refine design concepts.
4. Develop visual communication and presentation skills.
5. Understand the importance of user-centered design and prototyping.
6. Be able to select and use appropriate design tools and technologies.
7. Gain exposure to the design industry through fieldwork and studio visits.

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DCC-3

INT-51P-105: Visualisation & Ideation

NSQF LEVEL: 5/SEM I	EOSE	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE: None

**OBJECTIVE:** This course aims to provide students with fundamental drawing techniques and visual communication skills used in the field of design. By the end of the course, students will be able to sketch, draw, and present their ideas visually using various tools and techniques.

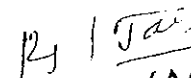
**SYLLABUS:**

UNITS	TOPIC	TEACHING HOURS
UNIT I	INTRODUCTION TO VISUAL COMMUNICATION	20 hours

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14

	<p>Introduction to the basics of visual communication and its significance in design, an overview of the course content and objectives.</p> <p><b>DRAWING BASICS</b></p> <p>Line, Shape, Form, and Proportion: Introduction to basic drawing techniques including line work, geometric shapes, freehand sketching, and understanding the proportions and forms of objects.</p>	
UNIT II	<p><b>PERSPECTIVE DRAWING TECHNIQUES</b></p> <p>Introduction to 1-point, 2-point, and 3-point perspective drawing techniques and how to use them to create 3D visualizations.</p>	40 hours
UNIT III	<p><b>RENDERING TECHNIQUES</b></p> <p>Introduction to different rendering techniques such as hatching, cross-hatching, stippling, and shading, and how to use them to create realistic textures and materials.</p> <p><b>COMPOSITION AND LAYOUT DESIGN</b></p> <p>Introduction to the principles of composition and layout design, and how to apply them to create effective visual communication.</p>	40 hours
UNIT IV	<p><b>PRESENTATION TECHNIQUES</b></p> <ul style="list-style-type: none"> <li>• Introduction to presentation techniques and how to use them to present design ideas effectively.</li> <li>• Introduction to Technologies of Virtuality</li> <li>• Producing VR and AR Experiences I: Design Overview</li> </ul>	10 hours

  
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12

#### SUGGESTED BOOKS AND REFERENCES:

1. "Drawing for Designers" by Alan Pipes
2. "Design Drawing" by Francis D.K. Ching and Steven P. Juroszek
3. "Sketching: Drawing Techniques for Product Designers" by Koos Eissen and Roselien Steur

#### LEARNING OUTCOMES:

1. Develop fundamental drawing techniques used in the field of design.
2. Apply perspective drawing techniques to create 3D visualizations.
3. Use rendering techniques to create realistic textures and materials.
4. Communicate design ideas visually through freehand sketching.
5. Create effective compositions and layouts.
6. Understand color theory and application in design.
7. Present design ideas effectively through visual aids.

#### MOOCS:

1. "Drawing for Designers" by Alan Pipes - Online Course available on Udemy (<https://www.udemy.com/course/drawing-for-designers/>)
2. "Introduction to Sketching for Product Designers" - Online Course available on Coursera (<https://www.coursera.org/learn/sketching>)
3. "Color Theory for Designers" - Online Course available on Skillshare (<https://www.skillshare.com/classes/Color-Theory-for-Designers-Core-Concepts-and-Exercises/1675562632>)

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AECC-1

Hindi

\*Syllabus Prescribed by the University of Rajasthan

VAC-1

Value Added Course-I

\*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

SEC-1

Skill Enhancement Course-I

\*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

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DCC - 4L

INT-52L-201: Overview and Evolution of Interior Design Industry

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

DCC - 4P

INT- 52P -202: Overview and Evolution of Interior Design Industry

NSQF LEVEL: 5/SEM II	EOSE :-	2 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

DCC- 5

INT-52P-203: Anthropometrics & Ergonomics

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

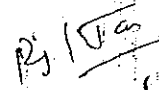
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14A

Students will also be introduced to various design styles, materials, and technologies used in the industry.

**SYLLABUS:**

UNITS	TOPIC	TEACHING HOURS
UNIT I	<p><b>INTRODUCTION &amp; OVERVIEW OF INTERIOR DESIGN INDUSTRY</b></p> <ul style="list-style-type: none"> <li>• Overview of the interior design industry</li> <li>• Historical evolution of interior design</li> <li>• Current trends in the industry</li> <li>• Interior design sectors: Residential, commercial, hospitality, healthcare, etc.</li> <li>• Market trends and emerging design styles</li> <li>• Technological advancements and their impact on the industry</li> <li>• Responsibilities and tasks of an interior designer</li> <li>• Collaboration with clients, contractors, and suppliers</li> <li>• Time management and project organization</li> </ul>	21 hours
UNIT II	<p><b>INTERIOR DESIGN PROJECT STAGES</b></p> <ul style="list-style-type: none"> <li>• Pre-design phase: Research, site analysis, and client brief</li> <li>• Design development phase: Concept development, space planning, and material selection</li> <li>• Construction phase: Documentation, coordination, and project management</li> <li>• Post-construction phase: Installation, styling, and project evaluation</li> </ul>	25 hours
UNIT III	<p><b>KEY STAKEHOLDERS IN INTERIOR DESIGN AND CONSTRUCTION INDUSTRY</b></p> <ul style="list-style-type: none"> <li>• Clients: Residential, commercial, and institutional</li> <li>• Architects and builders</li> </ul>	25 hours

  
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	<ul style="list-style-type: none"> <li>● Exploration of influential interior designers and their design philosophies</li> <li>● Contractors and subcontractors</li> <li>● Suppliers and manufacturers</li> <li>● Regulatory authorities and building codes</li> </ul>	
UNIT IV	<b>PROFESSIONAL ETHICS &amp; CAREER OPPORTUNITIES IN INTERIOR DESIGN</b> <ul style="list-style-type: none"> <li>● Ethical responsibilities towards clients, colleagues, and the environment</li> <li>● Industry standards and best practices</li> <li>● Code of conduct and professional associations</li> <li>● Overview of various career paths in interior design and related fields</li> <li>● Entrepreneurship and freelancing opportunities</li> <li>● Collaboration with other design professionals (architects, decorators, etc.)</li> <li>● Green design principles</li> <li>● Sustainable materials and technologies</li> <li>● LEED certification</li> </ul>	25 hours

**SCHEMES OF EXAMINATION:**

1. MIDTERM assessment - 40 marks (20 marks for theory and 20 marks for practical)
2. End semester examination - 60 marks (30 marks for theory and 30 marks for practical)

**SUGGESTED BOOKS AND REFERENCES:**

1. Interior Design: A Critical Introduction by Clive Edwards
2. Interior Design Since 1900 by Anne Massey
3. Interior Design Reference Manual: Everything You Need to Know to Pass the NCIDQ Exam by David Kent Ballast
4. Interior Design Since 1900 by Anne Massey
5. Interior Design Reference Manual: Everything You Need to Know to Pass the NCIDQ Exam by David Kent Ballast

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157

6. Time-Saver Standards for Interior Design and Space Planning by Joseph DeChiara, Julius Panero, and Martin Zelnik

**LEARNING OUTCOMES:**

1. Understand the rôle of interior designers and their responsibilities in the industry.
2. Explain the évolution of the interior design industry and current trends.
3. Understand the various stages involved in an interior design project.
4. Identify and describe the key stakeholders in the interior design and construction industry.
5. Demonstrate knowledge of professional ethics and industry standards in interior design.
6. Demonstrate effective communication and presentation skills.
7. Understand the importance of sustainability in interior design and identify sustainable materials and technologies.

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PRE-REQUISITE OF THE COURSE: None

**OBJECTIVE:**

1. To provide students with a fundamental understanding of anthropometrics and ergonomics
2. To teach students how to apply anthropometric data and ergonomic principles in interior design
3. To enable students to design spaces that are comfortable, functional, and safe for users
4. To introduce students to the importance of human-centered design in interior design practice

**SYLLABUS:**

UNITS	TOPIC	TEACHING HOURS
UNIT I	INTRODUCTION TO ANTHROPOMETRICS	10 hour.

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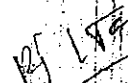
	<ul style="list-style-type: none"> <li>• Definition and scope of Anthropometrics</li> <li>• Measurement techniques and tools</li> <li>• Anthropometric data collection and analysis</li> </ul>	
UNIT II	<b>ERGONOMICS AND INTERIOR DESIGN</b> <ul style="list-style-type: none"> <li>• Introduction to Ergonomics</li> <li>• Applying ergonomic principles in interior design</li> <li>• Ergonomic considerations for furniture design</li> <li>• Ergonomic considerations for space planning</li> <li>• Range of Motion</li> <li>• Human factors and the design process</li> <li>• Applications of Ergonomics in interior design</li> </ul>	20 hours
UNIT III	<b>HUMAN-CENTERED CENTRIC DESIGN</b> <ul style="list-style-type: none"> <li>• The importance of human-centered design in interior design</li> <li>• Standard dimensions</li> <li>• Designing for a given space</li> <li>• Design considerations for different user groups</li> <li>• Designing for universal accessibility and inclusivity</li> </ul>	25 hours
UNIT IV	<b>ANTHROPOMETRICS IN INTERIOR DESIGN</b> <ul style="list-style-type: none"> <li>• Applying anthropometric data in interior design</li> <li>• Anthropometric considerations for furniture design</li> <li>• Anthropometric considerations for space planning</li> </ul>	25 hours

NOTE: The Unit must be accomplished by practical application of the learnt subject. Students must engage in developing an actual product based on their learning from the course.

**SUGGESTED BOOKS AND REFERENCES:**

1. "Anthropometry for Designers" by A. M. Chakrabarti
2. "Ergonomics for Beginners" by Jan Dul and Bernard Weerdmeester
3. "Human Dimension and Interior Space" by Julius Panero and Martin Zelnik

**LEARNING OUTCOMES:**

  
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1. Understand the fundamental concepts and techniques of anthropometrics and ergonomics
2. Apply anthropometric data and ergonomic principles in interior design
3. Design spaces that are comfortable, functional, and safe for users
4. Incorporate human-centered design principles into their design practice

**MOOC:**

Students are encouraged to enroll in the following MOOCs to supplement their learning:

1. "Designing for People: An Introduction to Human-Computer Interaction" by University of California San Diego
2. "Ergonomics and Human Factors: An Introduction" by University of Derby

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21

18

DCC-6L

INT-52L-204: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

DCC-6P

INT-52P-205: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the interplay between materials and form in design. The course will focus on

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22



developing students' skills in exploring and manipulating form while integrating material properties. By integrating material and form exploration, students will learn to create innovative and sustainable design solutions.

**SYLLABUS:**

UNITS	TOPICS	TEACHING HOURS
UNIT I	<p><b>INTRODUCTION TO FORM AND MATERIAL EXPLORATION</b></p> <ul style="list-style-type: none"> <li>• Understanding the relationship between form and material in design</li> <li>• Overview of techniques for form exploration</li> <li>• Introduction to different materials and their properties</li> </ul> <p><b>SKETCHING AND DOODLING FOR FORM EXPLORATION</b></p> <ul style="list-style-type: none"> <li>• Techniques for sketching and doodling to explore form</li> <li>• Developing observational skills and hand-eye coordination</li> <li>• Integrating materials into sketching exercises</li> </ul>	20 hours
UNIT II	<p><b>MODEL MAKING AND MATERIAL MANIPULATION</b></p> <ul style="list-style-type: none"> <li>• Introduction to materials used in model making</li> <li>• Techniques for constructing models and manipulating materials</li> <li>• Exploring form through physical models</li> </ul> <p><b>DIGITAL TOOLS FOR FORM EXPLORATION</b></p> <ul style="list-style-type: none"> <li>• Introduction to 3D modeling software (e.g., SketchUp)</li> <li>• Techniques for generating and manipulating forms digitally</li> <li>• Integrating material properties and textures in digital models</li> </ul>	20 hours

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203

UNIT III	<p><b>EVALUATION, REFINEMENT, AND MATERIAL SELECTION</b></p> <ul style="list-style-type: none"> <li>• Methods for evaluating and refining different form options</li> <li>• Critique sessions for evaluating student work</li> <li>• Consideration of material properties in form selection and refinement</li> </ul> <p><b>MATERIAL APPLICATION AND INTEGRATION IN DESIGN</b></p> <ul style="list-style-type: none"> <li>• Hands-on exploration of different materials and their applications</li> <li>• Experimentation with material combinations to enhance form</li> <li>• Integrating materials and form into design projects</li> </ul>	20 hours
UNIT IV	<p><b>SUSTAINABLE MATERIAL PRACTICES</b></p> <ul style="list-style-type: none"> <li>• Introduction to sustainable materials and their role in design</li> <li>• Exploring eco-friendly material options and considerations</li> <li>• Future trends in sustainable material exploration</li> </ul> <p><b>MATERIAL AND FORM INNOVATION</b></p> <ul style="list-style-type: none"> <li>• Introduction to new and emerging materials in design</li> <li>• Case studies of innovative material applications</li> <li>• Discussion on future directions of material and form exploration</li> </ul>	30 hours

SUGGESTED BOOKS AND REFERENCES:

(24)

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1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. Form, Function, and Design by Paul A. Heskett
3. Sketching: The Basics by Roselien Steur and Koos Eissen
4. Material Revolution: Sustainable and Multi-Purpose Materials for Design and Architecture by Sascha Peters

#### MOOCS AND SELF-LEARNING INSTRUCTIONS:

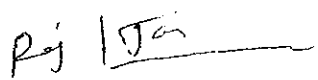
1. Sketching for Product Designers:  
<https://www.udemy.com/course/sketching-for-product-designers/>
2. 3D Modeling for Beginners:  
<https://www.udemy.com/course/3d-modeling-for-beginners-learn-to-create-3d-models-from-scratch/>
3. "Materials Science and Engineering: A Comprehensive Introduction" offered by MIT OpenCourseWare
4. "Sustainable Materials for Emerging Technologies" offered by Coursera

#### SELF-LEARNING INSTRUCTIONS:

1. Practice sketching and doodling to explore different forms and integrate material elements.
2. Experiment with different materials for model making and document the outcomes.
3. Explore and learn different 3D modeling software to create digital models that incorporate both material and form.
4. Visit material suppliers and manufacturers to gain hands-on experience with materials and understand their properties.
5. Conduct material testing experiments to explore the physical properties and behavior of materials.
6. Explore online resources, case studies, and industry publications to stay updated.

#### LEARNING OUTCOME:

- Understanding the relationship between form and material.

  
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25

- To explore and manipulate form while integrating material properties
- To create innovative and sustainable design solutions.
- To critically evaluate, refine and select material and their properties.

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**AECC-2**

**English**

\*Syllabus Prescribed by the University of Rajasthan

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

**AECC-2**

**Hindi**

\*Syllabus Prescribed by the University of Rajasthan

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

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**VAC-2**

**Value Added Course-II**

VAC (Understanding Indian society & Culture)

\*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

**SEC-2**

**Skill Enhancement Course-II**

SEC (Effective Communication Skills)

\*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

28

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